SUGGESTED READINGS:
AESTHETICS OF INTERACTION

Entries marked with * are books. Most of the papers can be found in the ACM library or online (some of the books too actually).

Interaction Aesthetics


Coherency


(Note also how many textbooks on usability state coherency as a main quality of usability!)

**Functionalism/Usability**


**Criticism/Provocation**


**Emotion & Pleasure**


**Pragmatism, Somaesthetics, Tangibility**


**Playfulness, Intrigue, Challenge**

* Björk, S., and Holopainen, J. (2005) *Patterns in Game Design.* Charles River Media


* J.P. Djajadiningrat and T. Djajadiningrat is the same person


**Misc**


